

# BEASTMEN

TO THE STRONGHOLD!

v5.1

## Army Trait

### Beastmen Ambush

A Beastman army can deploy an additional 2 woods after the terrain placement phase, but before deployment. These two woods are exempt from normal placement rules.

In addition up to 3 non-monstrous creature units can be placed into ambush. Attached Generals can be included in this ambush. These units are deployed off-table. Starting from the Player's 2nd turn you may try to deploy any off-table troops from ambush. Draw an activation card. Attached generals can redraw.

- 1 The unit is lost (counting destroyed), but does not surrender any victory medals
- 2-4 The unit is not deployed, remaining off table
- 5-8 Deploy the unit in a terrain box (not adjacent to enemy), or out of sight of all enemy
- 9-10 Deploy the unit in any terrain box, or out of sight of all enemy



## Army Characteristics

### Children of the Forest

Troops with this characteristic move into, and through, woods as an easy activation. In addition while in woods troops benefit from a -1 save bonus in melee combat.

### Unruly Beasts

When starting each Beastman turn, award a Minor Hero token to a unit that doesn't already have one. In addition, unless in the same box as a General, troops with this characteristic treat all 'non-charging' activations as difficult.

### The Herdstone

Wizards in the same, or adjacent, box to a unit with this characteristic add 1 PIP to any casting result

## Spells

### SCREAMING ARROWS

Cast 6+

*Pulsating energies of Chaos radiate from the Shaman and cloud of arrows is launched from the Beastmen's archers. Falling around the enemy they are surrounded by ill-omened hallucinations and terrifying phantoms, arousing terror amongst the enemy.*

Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard, Successfully casting the spell does one automatic hit.

On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster.

Saves can be made as normal.

### HUNTING FOR GORE!

Cast 7+

*The Shaman's magic power arouses in the herd an uncontrollable desire to tear asunder any enemy and feast on their bloody remains. Rows of wild warriors charge headlong into their foes.*

Pick a visible box within 4 boxes of the casting Wizard. The spell affects all units within that box. Units in the box can be moved as if they had received a successful activation, even if they have already been activated previously.

### PRIMAL FURY

Cast 7+

*The Beastman Herd rise on the Shaman's command. Emboldened by his fervour they charge at the enemy with unbridled fury.*

If successfully cast place a Power of the Herd token in the Wizards box, and those boxes adjacent containing non-monstrous creatures units with the Unruly Beast characteristic. The Power of the Herd token allows attacking units to draw an extra card when attacking. You must then discard one card. If the card you discard is a 1 then then attacking unit takes a hit. This hit cannot be saved.

### BLOODLUST

Cast 6+

*The Shaman screams a blasphemous litany to his dark gods. This imbues the savage beasts with a daemonic fury that causes them to fight with great madness and ferocity.*

If successfully cast place a **Bloodlust token** on a monstrous creature unit within 3 boxes of Wizard. This token remains in place until the Monstrous Creature fails its next Save.

**Bloodlust token** - counts as Fanatic

# BEASTMEN

Beastmen Ambush

Points

50

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted General or Senior General								+10	
Major Hero	0	4				+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

## Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Ungors	●	2	8	Javelinmen			Children of the Forest		2	2	7 +	2	73
				Light infantry, javelin			Fleet		1	1	7 +	1	45
Gors	●	2	6	Warriors			Children of the Forest	Unruly Beasts	2	2	7 +	2	53
				Warriors, deep			Children of the Forest	Unruly Beasts	3	3	7 +	3	93
Bestigors	●	0	2	Warriors	Veteran		Children of the Forest	Unruly Beasts	2	2	6 +	2	73
				Warriors, deep	Veteran		Children of the Forest	Unruly Beasts	3	3	6 +	3	123
Minotaurs		0	3	Monstrous Creature (I)			Unruly Beasts		2	2	5 +	1	90
Centigors		0	2	Cavalry, lance			Children of the Forest	Unruly Beasts	2	2	7 +	2	83
Ghorgon		0	2	Monstrous Creature (II)			Children of the Forest	Terror	2	3	5 +	1	153
Tuskor Chariots		0	3	Heavy chariots, javelin					2	2	6 +	2	110
Harpies		0	2	Light cavalry, javelin			Fly		1	1	8 +	1	80
Dragon Ogor Shaggoth		0	1	Monstrous Creature (II)	Veteran		Terror		2	3	4 +	1	160
Dragon Ogors		0	2	Monstrous Creature (I)	Veteran				2	2	4 +	1	110
Giant		0	1	Monstrous Creature (II)			Giant	Terror	2	3	5 +	1	115
Chaos Spawn		0	3	Warriors, deep			Stupid	Regeneration	4	4	7 +	4	99
Herdstone		0	1	War wagon - no shooting			Army Standard (I)	Immobile	4	3	7 +	4	75